



## Ai v12.1.5.2 Release Notes

### Bug Fixes

- [-] Fixed small memory leak in software that would build up if the software was left on for a prolonged period of time.
- [-] Fixed audio files (wav/mp3) not playing any audio when triggered from the media tiles.
- [-] Fixed transcoder failing on media that has an embedded timecode track.

### Miscellaneous

- [-] Update of Synergy DLLs to version 14.

## Ai v12.1.2.1 Release Notes

### Update to 64 bit

- [-] Update of Salvation an Ai codebase to support 64 bit architecture. Ai will now only run on 64bit versions of Windows.
- [-] Support for 64bit Notch blocks.
- [-] Deprecation of CPU Quicktime decoding.
- [-] Support for 64 bit Synergy and USB Expert.

### Pioneer Pro DJ Link

- [-] Support for connecting to the Pioneer Pro DJ Bridge software.
- [-] Support for triggering media based of a track ID received.
- [-] Support for synchronising the BPM widget to a specific Pioneer Deck.
- [-] Support for synchronising media playback to the current position of a specific track.
- [-] Support for displaying the waveform of a specific track.
- [-] Dedicated pioneer pro dj module in Salvation for patching through extra information like track name, details etc.

### Audio

- [-] Support for playback of 5.1 and 7.1 channels embedded in an audio file.
- [-] Transcoder has been updated to support encoding of 5.1 and 7.1 audio files.
- [-] Adobe plugins have been updated to support encoding of 5.1 audio files.

### AMD Texture Upload

- [-] Support for AMD pinned memory texture upload. Once this is enabled it will increase the upload bandwidth on AMD graphics cards, resulting in an increase in the amount of layers available or the resolution of the canvas.

### Project Structure

- [-] Added ProDJLink IP Address to BPM category of System settings to setup the Pioneer Pro DJ sync.
- [-] Added Pioneer Deck ID and Pioneer Track ID to cell properties of media. This allows you to trigger media based on a certain track playing on a Pioneer CDJ.
- [-] Updated Project Importer to search for 12.1 project files and if not to prompt an update.

### Miscellaneous

- [-] Update of Synergy DLLs to version 13.
- [-] Added Project saved feature. Which reports when you are saving a project and when the project was last saved. This is drawn on the performance page above the bank widget.

- [-] Added Information on what Synergy version is installed. This can be found at the top of the window on the performance page next to the Ai version.
- [-] Added OSC Receiver module.
- [-] Adjusted copy/paste of regions for the Modular LED fixture so they work in the same way as the Screen Fixture.
- [-] Lock/Unlock of Media Tiles on Performance Page.
- [-] Added a button to enable/disable the blends on the output page.
- [-] Improved UX on dragging the playhead when previewing media.
- [-] Rearranged the timing information on the clip preview.
- [-] Added a reset all button to the keystone UI.
- [-] Added feedback when saving a project to display when a project is saving.
- [-] Added feedback when a project is saved, displaying the filename and timestamp.
- [-] Added texture to the keystone and gridwarp of what is being sent to the respective outputs.
- [-] Aligned the playhead position in the media preview with the audio waveform so they are drawn at the same position.
- [-] Updated maximum fixtures on Miami license to 60.

### **Bug Fixes**

- [-] Fixed Ai Crash when triggering files with Audio. Other symptoms of this error are incorrect UI drawing.
- [-] Fixed demo licenses overwriting production licenses.
- [-] Fixed issue with the projector fixture not saving edits to the model if the same model was used across multiple fixtures.
- [-] Fixed 'Template' title not drawing correctly on the Project Browser page.
- [-] Aligned the Timecode Widget and Media Bank Browser and fixed an issue with the timecode widget not updating on window resizes.
- [-] Fixed an issue with Ai not closing properly after a file has been transcoded.
- [-] Fixed CITP not working.
- [-] Fixed media with audio not playing correctly with playmodes that had reverse playback in.
- [-] Fixed issue when clicking on the output name text box on the output page with a projector fixture would toggle the output.
- [-] Fixed issue that the pop up modal box on import media on the performance page didn't go to the default mixer path.
- [-] Fixed timecode base framerate only being able to edit integer numbers in the system settings. Now you can put floating point numbers in.
- [-] Fixed bug with erroneous behaviour when deleting an NDI sender module.
- [-] Fixed bug with media tiles still being triggered even when hidden.
- [-] Fixed issue with Synergy with the connection disconnecting every 30 minutes or when a save occurred.